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*November 15, 2004*

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RELATED PCT APPLICATION NUMBER: *PCT/US04/33133*

Certified by



Jon W Dudas

Acting Under Secretary of Commerce  
for Intellectual Property  
and Acting Director of the U.S.  
Patent and Trademark Office



**PROVISIONAL APPLICATION FOR PATENT COVER SHEET**

This is a request for filing a PROVISIONAL APPLICATION FOR PATENT under 37 CFR 1.53(c).

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0746 U.S. PTO  
06/509216



INVENTOR(S)					
Given Name (first and middle [if any])		Family Name or Surname		Residence (City and either State or Foreign Country)	
Ronald G.		Padilla		Lakewood, Colorado	
Additional inventors are being named on the _____ separately numbered sheets attached hereto					
TITLE OF THE INVENTION (500 characters max)					
GAME TABLE ASSEMBLY AND METHOD UTILIZING INTERLOCKING STACKABLE FRAME MEMBERS					
Direct all correspondence to: CORRESPONDENCE ADDRESS					
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ENCLOSED APPLICATION PARTS (check all that apply)					
<input checked="" type="checkbox"/> Specification Number of Pages 12					
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<input checked="" type="checkbox"/> Application Date Sheet. See 37 CFR 1.76					
METHOD OF PAYMENT OF FILING FEES FOR THIS PROVISIONAL APPLICATION FOR PATENT					
<input checked="" type="checkbox"/> Applicant claims small entity status. See 37 CFR 1.27.					
<input checked="" type="checkbox"/> A check or money order is enclosed to cover the filing fees.					
<input checked="" type="checkbox"/> The Director is hereby authorized to charge filing fees or credit any overpayment to Deposit Account Number: 13-1940					
<input type="checkbox"/> Payment by credit card. Form PTO-2038 is attached.					
FILING FEE Amount (\$) 80.00					
The invention was made by an agency of the United States Government or under a contract with an agency of the United States Government.					
<input checked="" type="checkbox"/> No.					
<input type="checkbox"/> Yes, the name of the U.S. Government agency and the Government contract number are: _____					

[Page 1 of 2]

Respectfully submitted,

SIGNATURE

TYPED OR PRINTED NAME Timothy J. Martin

TELEPHONE (303) 232-3388

Date

REGISTRATION NO. 28,640

(if appropriate)

Docket Number: 1992

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This collection of information is required by 37 CFR 1.51. The information is required to obtain or retain a benefit by the public which is to file (and by the USPTO to process) an application. Confidentiality is governed by 35 U.S.C. 122 and 37 CFR 1.14. This collection is estimated to take 8 hours to complete, including gathering, preparing, and submitting the completed application form to the USPTO. Time will vary depending upon the individual case. Any comments on the amount of time you require to complete this form and/or suggestions for reducing this burden, should be sent to the Chief Information Officer, U.S. Patent and Trademark Office, U.S. Department of Commerce, P.O. Box 1450, Alexandria, VA 22313-1450. DO NOT SEND FEES OR COMPLETED FORMS TO THIS ADDRESS. SEND TO: Mail Stop Provisional Application, Commissioner for Patents, P.O. Box 1450, Alexandria, VA 22313-1450.

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**FEE TRANSMITTAL**  
**for FY 2003**

Effective 01/01/2003. Patent fees are subject to annual revision.

☒ Applicant claims small entity status. See 37 CFR 1.27

TOTAL AMOUNT OF PAYMENT

(\$ 80.00

**Complete if Known**

Application Number

Filing Date

First Named Inventor

Ronald G. Padilla

Examiner Name

Art Unit

Attorney Docket No.

1992

**METHOD OF PAYMENT (check all that apply)**☒ Check ☐ Credit card ☐ Money Order ☐ Other ☐ None☐ Deposit Account:Deposit  
Account  
Number  
Deposit  
Account  
Name

13-1940

Timothy J. Martin, P.C.

The Director is authorized to: (check all that apply)

☐ Charge fee(s) indicated below ☒ Credit any overpayments  
☐ Charge any additional fee(s) during the pendency of this application  
☐ Charge fee(s) indicated below, except for the filing fee to the above-identified deposit account.**FEE CALCULATION****1. BASIC FILING FEE**

Large Entity Small Entity

Fee Code (\$)	Fee (\$)	Fee Code (\$)	Fee (\$)	Fee Description	Fee Paid
1001	750	2001	375	Utility filing fee	
1002	330	2002	165	Design filing fee	
1003	520	2003	260	Plant filing fee	
1004	750	2004	375	Reissue filing fee	
1005	160	2005	80	Provisional filing fee	80.00

SUBTOTAL (1) (\$ 80.00

**2. EXTRA CLAIM FEES FOR UTILITY AND REISSUE**

Total Claims	Extra Claims	Fee from below	Fee Paid
Independent Claims	-20** =	X	
Multiple Dependent	-3** =	X	

Large Entity Fee Code (\$)	Small Entity Fee Code (\$)	Fee Description
1202	2202	9 Claims in excess of 20
1201	2201	42 Independent claims in excess of 3
1203	2203	140 Multiple dependent claim, if not paid
1204	2204	42 ** Reissue independent claims over original patent
1205	2205	9 ** Reissue claims in excess of 20 and over original patent

SUBTOTAL (2) (\$

\*\*or number previously paid, if greater; For Reissues, see above

**FEE CALCULATION (continued)****3. ADDITIONAL FEES**

Large Entity Small Entity

Fee Code (\$)	Fee (\$)	Fee Code (\$)	Fee (\$)	Fee Description	Fee Paid
1051	130	2051	65	Surcharge - late filing fee or oath	
1052	50	2052	25	Surcharge - late provisional filing fee or cover sheet	
1053	130	1053	130	Non-English specification	
1812	2,520	1812	2,520	For filing a request for ex parte reexamination	
1804	920*	1804	920*	Requesting publication of SIR prior to Examiner action	
1805	1,840*	1805	1,840*	Requesting publication of SIR after Examiner action	
1251	110	2251	55	Extension for reply within first month	
1252	410	2252	205	Extension for reply within second month	
1253	930	2253	465	Extension for reply within third month	
1254	1,450	2254	725	Extension for reply within fourth month	
1255	1,970	2255	985	Extension for reply within fifth month	
1401	320	2401	160	Notice of Appeal	
1402	320	2402	160	Filing a brief in support of an appeal	
1403	280	2403	140	Request for oral hearing	
1451	1,510	1451	1,510	Petition to institute a public use proceeding	
1452	110	2452	55	Petition to revive - unavoidable	
1453	1,300	2453	650	Petition to revive - unintentional	
1501	1,300	2501	650	Utility issue fee (or reissue)	
1502	470	2502	235	Design issue fee	
1503	630	2503	315	Plant issue fee	
1460	130	1460	130	Petitions to the Commissioner	
1807	50	1807	50	Processing fee under 37 CFR 1.17(q)	
1806	180	1806	180	Submission of Information Disclosure Stmt	
8021	40	8021	40	Recording each patent assignment per property (times number of properties)	
1809	750	2809	375	Filing a submission after final rejection (37 CFR 1.129(a))	
1810	750	2810	375	For each additional invention to be examined (37 CFR 1.129(b))	
1801	750	2801	375	Request for Continued Examination (RCE)	
1802	900	1802	900	Request for expedited examination of a design application	

Other fee (specify)

\*Reduced by Basic Filing Fee Paid

SUBTOTAL (3) (\$

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28,640

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Date

10/06/03

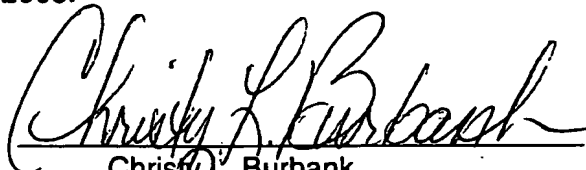
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**CERTIFICATE OF EXPRESS MAILING UNDER 37 C.F.R. §1.10**

I hereby certify that the attached **PROVISIONAL PATENT APPLICATION TRANSMITTAL (1 page), FEE TRANSMITTAL (1 page), provisional patent application entitled "GAME TABLE ASSEMBLY AND METHOD UTILIZING INTERLOCKING STACKABLE FRAME MEMBERS" (12 pages), INFORMAL DRAWINGS (6 pages), APPLICATION DATA SHEET (1 page) AND CHECK NO. 18036 IN THE AMOUNT OF \$80.00** is being deposited with the United States Postal Service as EXPRESS MAIL, label number EU 013022512 US for delivery in an envelope addressed to Mail Stop Provisional Patent Application, Commissioner for Patents, P.O. Box 1450, Alexandria, Virginia 22313-1450 on this 6<sup>th</sup> day of October, 2003.

  
Christy L. Burbank

# **GAME TABLE ASSEMBLY AND METHOD UTILIZING INTERLOCKING STACKABLE FRAME MEMBERS**

## **FIELD OF THE INVENTION**

The present invention generally relates to structures and apparatus for use in playing games. More particularly, the present invention is directed to a game table that utilizes interlocking stackable frame members for the assembly thereof. The present invention also concerns game table assemblies that can be used for multiple different table games that are easily converted from one to another. This invention also concerns the methods embodied in such assemblies.

## **BACKGROUND OF THE INVENTION**

Throughout recorded history, the gregarious and social nature of humans have been evidenced in many and varied leisure activities. Among such activities has been the development of a variety of games. Many of these games pit the player's abilities against each other as a test of physical prowess, physical dexterity, intelligence and/or luck.

For example, physical prowess skills, such as running, jumping, throwing, wrestling and the like, were organized at the Olympic games where individual participants vied against each other for prizes and recognition. The Olympic tradition has continued until the present time. Likewise, various teams have been organized such that these teams compete with each other in meets for an overall team score based on the performance of the members of the team. These meets include such activities as track and field, swimming, gymnastics, etc. Also, modern times have seen the advent of team sports, such as basketball, football, soccer, lacrosse and a host of others, wherein victory is also determined by the interactive physical abilities of the team members.

In addition to these physical games, other games have been developed which test more the physical dexterity of the participants. Examples of these games may be exemplified by games such tennis, table tennis, billiards, to name a few. In more modern times games of dexterity such pinball, darts and a host of electronic and video games test player's physical dexterity either one against the other or against computer controlled adversaries.

Still further, other games test the player's mental abilities. These games, such as chess and checkers, rely solely upon the participants' mental skills of strategy. Still other games integrate both mental ability and chance. These include, for example, a plethora of card games and dice games to name a few.

Regardless of the skill tested, games continue to provide an excellent form for stimulating social interaction and entertainment. As noted above, one popular category of games include table games, such as billiards, hockey, foosball and the like. Typically table games configured as conventional tables, having four legs with the table top serving as a playing surface. Many of these games, such as table hockey, foosball and others are sold in an unassembled state and require complex assembly by the purchaser. Many of these games utilize control rods that are to be manipulated by players to control the movement of strikers which are often configured as small models of human players. During the assembly of such games, the intricate parts of these control rods cannot be inserted into the table assembly and cannot therefore be pre-assembled for convenience of the purchaser. Moreover, these game assemblies are constructed such that only one game may be played per table. Since many homes have limited space for such table games, it is difficult for families to have a variety of self- standing table games for varied entertainment

activities. While some game tables are provided to allow multiple games to be played, such assemblies may be more expensive than many consumers can afford.

Thus, there is a need for gaming tables that are simple in construction and are easy to assemble. There is also a need for simplified gaming table assemblies that can be reconfigured and converted into different games. The present invention is directed to meeting such needs.

### **OBJECTS OF THE INVENTION**

It is an object of the present invention to provide a new and useful game table that is simple in construction and easy to assemble.

Another object of the present invention is to provide a gaming table assembly wherein certain components thereof can be pre-assembled to reduce the difficulties of assembly to the ultimate user.

Yet another object of the present invention is to provide a game table assembly that can be converted to allow the play of multiple different games.

Still a further object of the present invention is to provide game table assembly methods embodied in the structures described herein.

These and other objects of the present invention will become more readily appreciated and understood from a consideration of the following detailed description of the exemplary embodiments of the present invention when taken together with the accompanying drawings, in which:

### **BRIEF DESCRIPTION OF THE DRAWINGS**

Figure 1 is a perspective view of a game table assembly according to the first exemplary embodiment of the present invention configured as a foosball table;

Figure 2 is an exploded side view in elevation, partially broken away, of the game table shown in Figure 1;

Figure 3 is a perspective view of a first exemplary embodiment of a leg extrusion used in the game table of Figures 1 and 2;

Figure 4 is an exploded perspective view of a representative construction panel and bracket used in the game table of Figures 1 and 2 and with the leg extrusion of Figure 3;

Figure 5 is a top view in cross section of a pair of construction panels and brackets therefore secured to a leg extrusion;

Figure 6 is a perspective view, partially broken away, of an end cap used in construction of the game table of Figures 1 and 2;

Figure 7 is a perspective view of a positioning bracket used in the construction of the game table of Figures 1 and 2;

Figure 8 is a perspective view, partially broken away showing the game table of Figure 1 reconfigured so as to form a table hockey game;

Figure 9 is a diagrammatic view showing the game table of Figure 1 used alternatively to support other table top games here in the form of table tennis and billiards;

Figure 10 is an exploded perspective, partially broken away, showing a second exemplary embodiment of a leg extrusion and a construction panel and bracket used therewith for game tables according to the present invention; and

Figure 11 shows a second exemplary embodiment of a game table according to the present invention.

#### **DETAILED DESCRIPTION OF THE EXEMPLARY EMBODIMENTS**

The present invention broadly concerns game tables and methods of construction therefore. More specifically, the present invention concerns a game table that allows pre-assembly of certain parts so as to simplify the complete

assembly thereof. In addition, the invention concerns a game table that may be converted among several games in an easy and convenient manner whereby a consumer may have multiple games in a confined space. In so doing, the present invention utilizes a simplified construction for multiple game tables.

With reference to Figure 1, a first exemplary embodiment of game table 10 may be seen to be configured for the game of foosball. Game table 10 includes four upstanding legs 12 that mount a plurality of construction panels, including first end panels 14, first side panels 16 and first floor panel 18 bounded thereby. In the configuration shown in Figure 1, second end panels are provided, such as second end panel 24. Likewise, second side panels such as second side panels 26 are also provided. Second end panels 24 and second side panels 26, in this configuration, are located below first end panels 14 and first side panels 16. Second end panels 24 and second side panels 26 are retained in position by means of positioning brackets 20, and the upper ends of each leg 12 is provided with an end cap 22.

The construction of game table 10 may be seen with greater particularity with reference to Figure 2, but with continued reference to Figure 1. In these figures, it may be seen that during assembly, a positioning bracket 20 is slidably received on each of legs 12. Positioning brackets 20 may be mounted in the appropriate position (Figure 1) by means of bolts 28 and nuts 30 or other fasteners. Second end panels 24 and second side panels 26 are then received on legs 12 and are held in position by means of positioning brackets 20. Thus, positioning brackets 20 provide limit stops to position second end panels 24 and second side panels 26.

With continued reference to Figure 2, it may be seen that second end panels 24 are formed of two end panel sections, 34 and 35 which together have a common height with second side panel 26. Moreover, a floor 32 may be supported by second

end panels 24 (including end panel sections 34 and 35) and second side panels 26. Thus, second end panels 24 and second side panels 26 along with floor panel 32 form a storage compartment having an interior 36 for the storage of extra or alternative construction pieces for the conversion of game table 10 among two or more games.

After second end panels 24 and second side panels 26 are positioned on legs 12, the game configured for play is nest assembled. As may be seen in Figure 2, first side panels 16 are formed by a pair of side panel sections 46 and 47. In continuing the assembly of game table 10, side panel sections 47 and first end panel sections 14 are mounted on respective legs 12. First floor panel 18 is then inserted in and supported at the base of first end panels 14 and side panel sections 47 to provide the playing surface for game table 10.

As may be seen in Figure 2, the upper edge 49 of side panel section 47 is provided with a plurality of spaced-apart cutouts 50. Likewise, the lower edge 48 of side panel section 46 is provided with cutouts 52 such that, when side panel section is mounted on legs 12, cut outs 52 register with cutouts 50 to provide seats for rotatably supporting a plurality of play rod assemblies 54. Each play rod assembly 54, as is shown in Figure 1, includes an elongated rod 56, a handle 58 and strikers 60. Strikers 60 are rigidly mounted to rods 56 so that, rotation of rod assemblies 54 by means of handles 52 will cause rotation of strikers 60 for purposes of propelling a playball (not shown) towards goals 62 formed in first end panels 14. Naturally, as is well known in the art, other goals could be provided for game play.

In the above description, it should be appreciated that play rod assemblies 54 can be pre-assembled thereby avoiding the needs for detailed assembly by the user. By splitting first side panels 16 into side panel sections 46 and 47, these rods

assemblies can simply be dropped into position at the desired location wherein they extend transversely across the playing field defined by a floor panel 18. After play rod assemblies 54 are placed in cutouts 50, then, the mounting of side panel section 46 on the respective legs 12 captures the end portions of the rod assemblies. Thereafter, an end 22 may be inserted on each upper end of leg 12 to retain first end panels 14 and side panel sections 46 in position.

With reference now to Figure 3, a portion of a leg 12 is shown illustrative purposes. Here, it may be seen that leg 12 includes a pair of hollow, cylindrical tubular members 64 which are joined by a web 66 so that tubular members 64 are rigidly secured to one another. While tubular members 64 are shown to be cylindrical in cross section, having open interiors 68, it should be understood that leg members 12 can take other configurations as would be known in the art. In this embodiment, leg members 12 are formed as a continuous extrusion of any suitable plastic material such as polyvinylchloride that is of sufficient rigidity and strength to support the gaming apparatus.

Figure 4 shows a construction panel and bracket used in creating the side and end panels described above. Thus, for representative purposes, it may be seen in Figure 4 that a bracket 70 includes a pair of parallel wings 72 that define a channel 74 therein for purposes of receiving an end edge portion of a construction panel 76. Construction panel 76 can be a panel that is used for first end panel 14, end panel sections 34 and 35, panel sections 46 and 47 or second side panel 26. In any event, bracket 70 includes a C-shaped portion 78 that is sized to slidably engage either of tubular members 64 as is best shown in Figure 5 so that the construction panels of 76 may be slidably supported on legs 12. Also, as is shown in Figure 5, it may be seen that the end portion of construction panels 76 are retained between wings 72

and fastened therein by any suitable fasteners such as staples 80. Here, brackets 70 may be an integral one-piece injection molding of a suitable plastic, or they may be constructed of other materials. Construction panels 76 may conveniently be plastic panel, wood panels, composite panels or any other suitable flat panel forming material.

A representative end cap 22 is illustrated in Figure 6. Here, it may be seen that end cap 22 includes a pair of cup shaped members 82 formed by cylindrical sidewalls 84 and a top wall 86 so as to define a cylindrical shaped interior 88 sized to matably receive the ends of tubular members 64. To this end, cup shaped members 82 are interconnected by a web 90 that properly spaces them so that the pair of cup shaped members 82 are oriented for tight-fitted, frictional engagement with the ends of legs 12, as specifically, tubular members 64 of such a leg member 12.

Turning to Figure 7, a representative positioning bracket 20 is illustrated. Here, positioning bracket 20 includes a pair of sleeve members 92 that are joined by web walls 94 having openings 96 formed therein. Sleeve members 92 have an interior 98 sized to be slidably received on tubular members 64. Once in position, as is shown in Figures 1 and 2, a bolt 28 can be inserted through openings 96 which register with a corresponding opening in web 66 (not shown) at the desired location. Tightening nut 30 thereon forces web walls 94 towards one another to reduce the dimension of interiors 98 and thereby frictional grip tubular members 64. Positioning brackets 20 may conveniently be constructed as injection molded pieces of plastic, although other materials can easily be used to fabricate these positioning brackets.

With reference now to Figure 8, it should be appreciated that a second game may be configured by game table 10. In Figure 8, game table 10 has been reconfigured to simulate the table game of hockey. In this reconfiguration, the

location of first end panels 14 and second end panels 24, as formed by end panel sections 34 and 36 have been reversed. Second play rod assemblies 100 which, for example, have been stored the interior 36 of a lower compartment may extend through registering cutouts 102 on the lower and upper edges, respectively, of end panel sections 34 and 35. Here, however, as is known in the art, rods 104 of play rod assemblies 100 extend under second floor panel 106 for manipulation of strikers 108 which are in the form of hockey players. Here again, as is known, it is known that rods 104 may be advanced longitudinally to reciprocate strikers 108; handles 110 can be rotated to rotate strikers 108 to strike a puck across the upper surface of second floor 106. Accordingly, floor 106 is provided with a plurality of longitudinally extending slots 112 to accommodate passage of the longitudinally slidably and rotatable actuation rod for strikers 108 (See Figure 11).

To assemble this second configuration, play rod assemblies 110 without strikers mounting thereon have their inner ends inserted through slots 112 after which strikers 108 are mounted. After end panel section 36 is placed in position, floor 106 and the assembled play rod assemblies 110 are mounted and supported thereon with rods 104 positioned in respective portion of cutouts 102. End panel sections 34 are then mounted in position to complete cutouts 102 that provide rotatable seats for rods 104 and end caps 22 are mounted of the ends of legs 12.

Turning now to Figure 9, a diagrammatic view of game table 10' is shown which may be either of the configurations described above without the play rod assemblies. The purpose of Figure 9 is to illustrate that other games which may be stored in the interior 36 of the lower compartment may be mounted on the upper edge 11' of game table 10'. For example, as is illustrated in Figure 9, a miniature table tennis table 120 includes a tabletop 122 and a net assembly 124 that may be

releaseably secured thereon. Table tennis assembly may be positioned on upper edge 11' and held in position relative to any suitable manner as would be apparent to the ordinarily skilled artisan in this field of invention. Alternatively, a miniature billiards table 130 may be positioned and suitable retained along upper edge 11'. Here, miniature billiards table 130 includes a frame 132 provided with a perimeter of cushions 134 extending around a felt surface top 136 between pockets 138. Again, billiards table 130 is supported relative to game table 10' in any suitable manner within the skill those in this art.

With reference now to Figure 10, a second exemplary embodiment of a suitable leg 212 is shown along with a second embodiment of a construction panel 276. Here, representative leg 212 includes an inner arcuate wall 214 and an arcuate wall 216 that are supported relative to one another by an inner web 218. The opposite ends of walls 214 and 216 each terminate in a tear drop shaped channel 222 therebetween. Construction panel 276 then has its end portion received between wings of a mounting bracket 270 with construction panel 276 being secured thereto, for example, by means of screws 280. Bracket 270 includes a cylindrical portion 278 that is sized for close fitted matable engagement in channels 222 with cylindrical portion 278 being secured to bracket base 282 by means of web 284 that is dimensioned to match the depth of mouth 224 of each channel 222. Here, again legs 212 and brackets 270 may be formed as extruded plastic pieces or otherwise as is known in the art.

Turning to Figure 11, it should also be appreciated that the concepts introduced above could be used an inexpensive and easy to assemble game, such as a hockey game 300. In Figure 11, it may be seen that a base frame 320 includes a pair of end panels 314 and a pair of side panels 316 that are formed of an integral

one piece construction, for example, out of suitable plastic material. The upper edges 315 are provided with cutouts 350 to accommodate rods 304 of play rod assemblies 301. An upper frame piece 330 has a pair of end pieces 324 and a pair of sides 326 that again may be integrally formed of a suitable plastic material the lower edges 325 of end walls 324 are provided with cut outs 352 that will register with cut outs 350 so as to provide rod seats for rods 304.

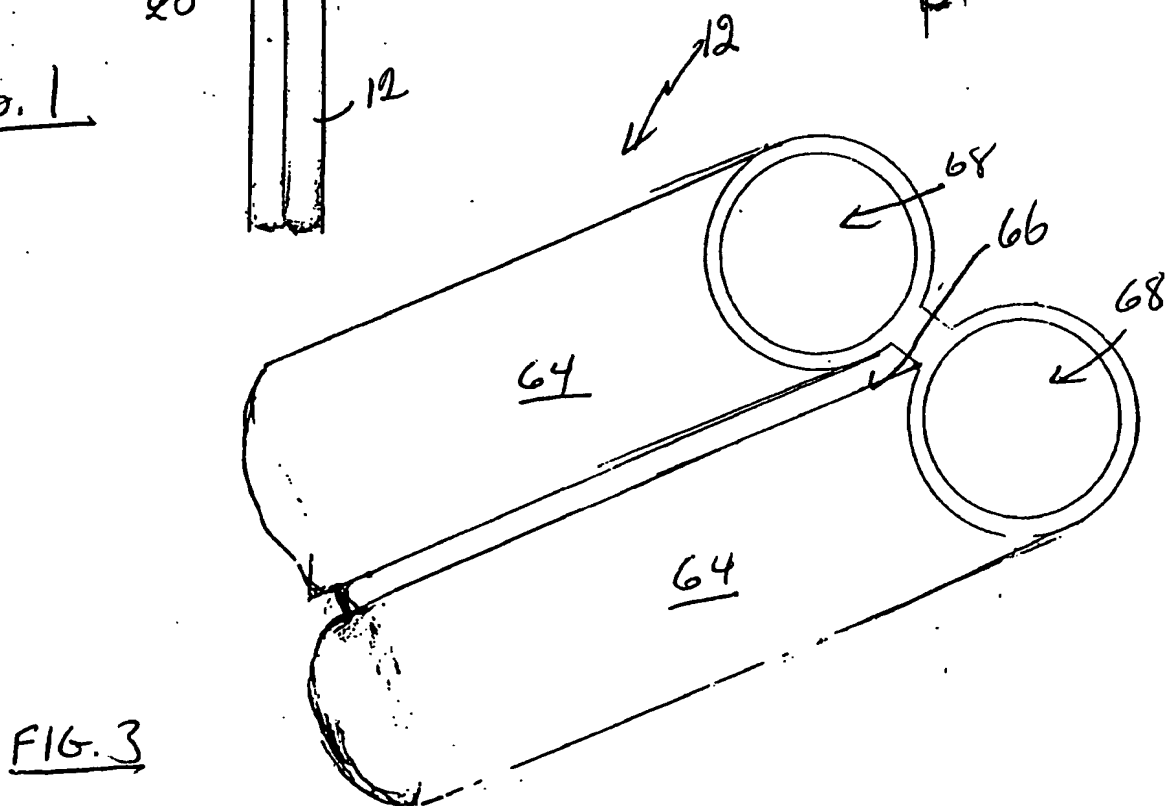
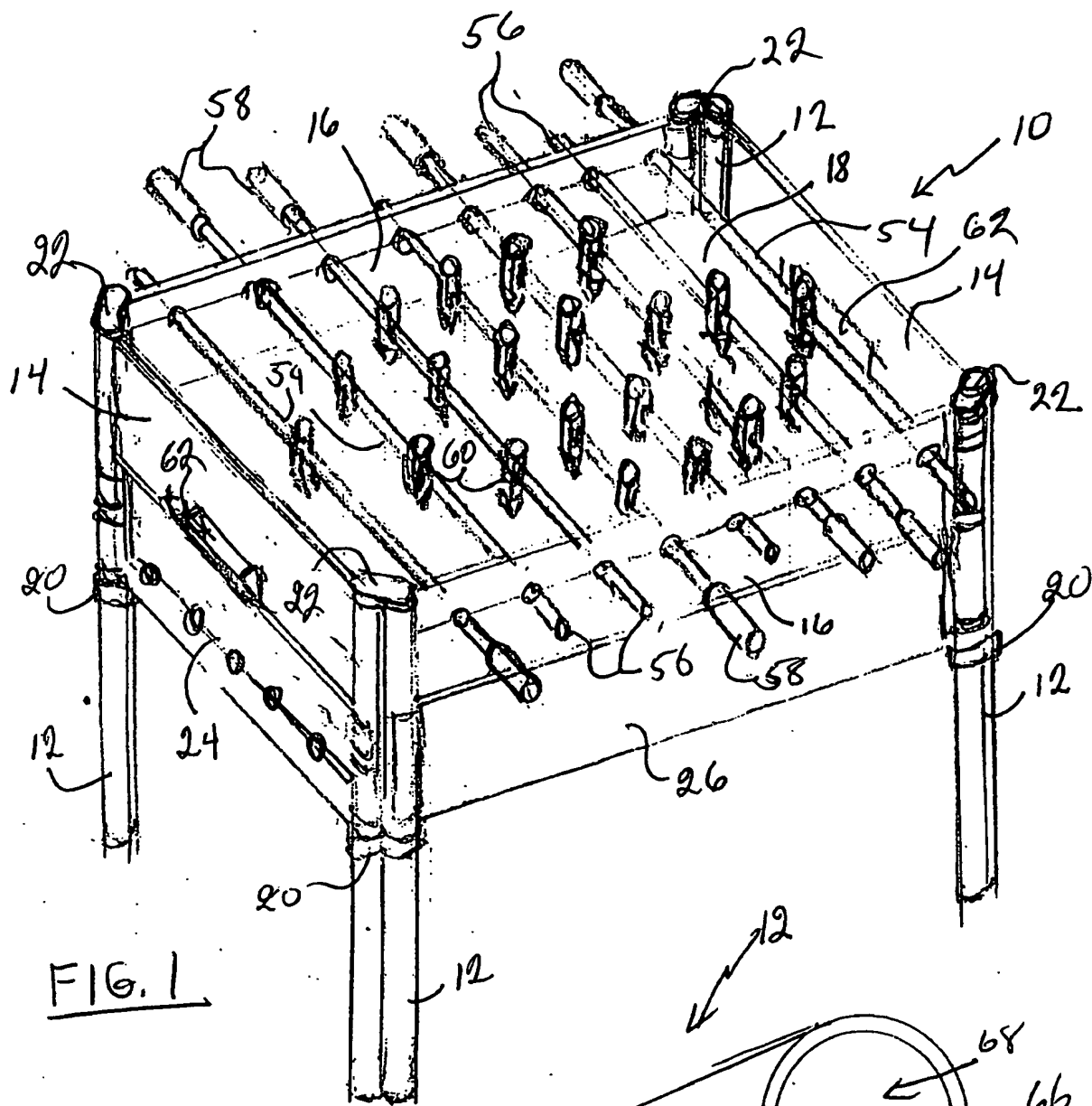
In assembly, upright actuator rods 340 of a representative play rod assembly 301 is inserted through a respective slot formed in hockey floor 306 after which striker 308 is mounted thereon. This is in a manner that is the same as noted above with respect to Figure 8. However, as is illustrated in Figure 11, the upright actuator rod and the gear assembly 342 is now illustrated. It should be understood that this mechanism is well known in the art table hockey games. In any event, after mounting strikers such as striker 308 on an upright rod 340, floor 308 can be positioned in frame 330 with rods 304 positioned in the mating cut outs 350, 352. Frame pieces 320 and 330 may be secured together in any suitable, desired manner.

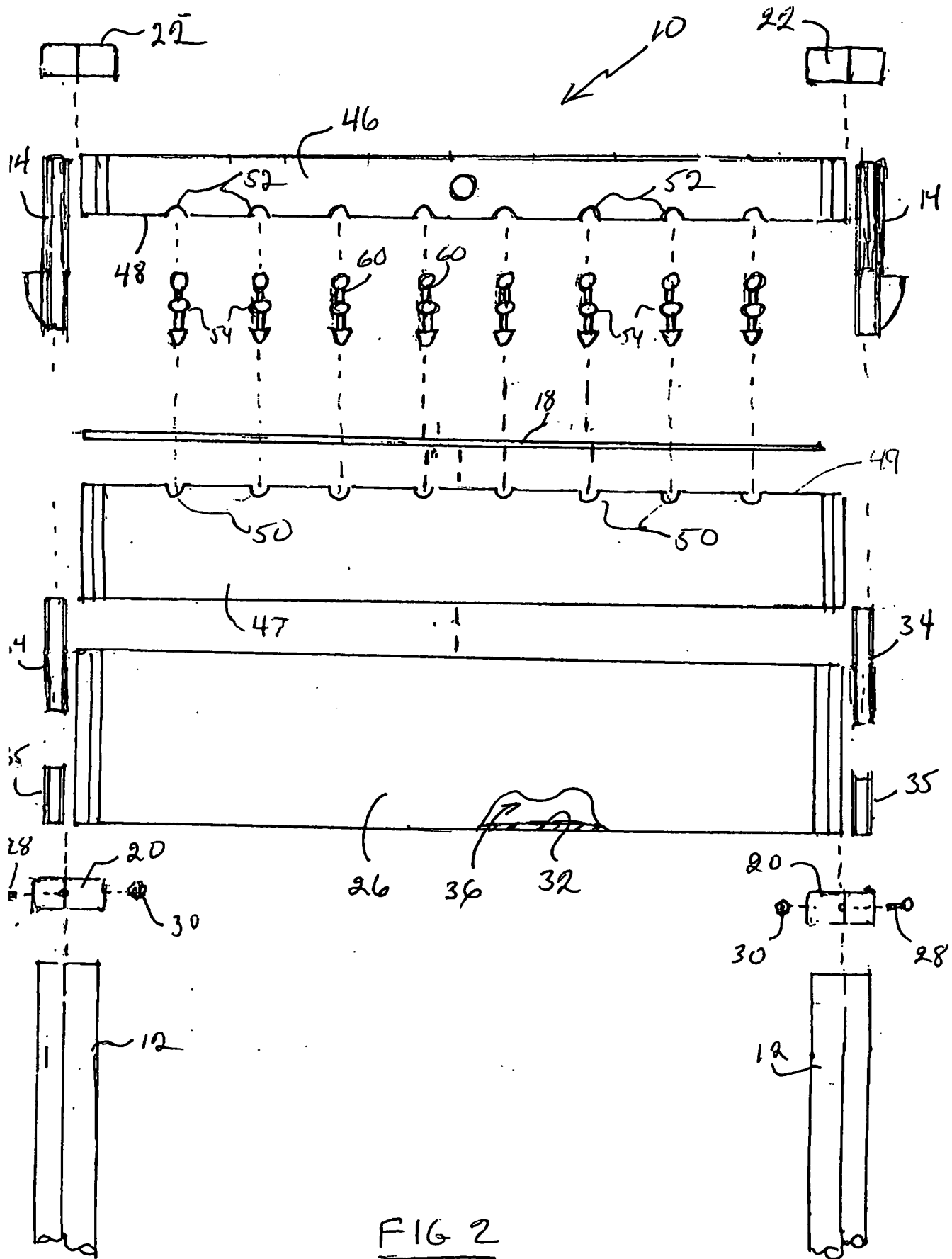
While the above construction of game tables has been described with respect to foosball and table hockey, it should be understood that a wide variety of games are contemplated by the present invention. The present invention has particular applicability where such games require the mounting of play rod assemblies between either the sides or ends of the game table. Providing a separation line between panel sections that form the seats for the rotatable rods, assembly and disassembly can be easily accomplished without requiring the complete break down and re-assembly of the play rod assemblies.

Moreover, as noted above, the game table may also support play surfaces such as table tennis, billiards and the like, and it should be understood that the present invention is not to be limited to just the particular games described. Further, it should be appreciated, that, where the game table provides the ability to convert among several games, the unused game structures, if properly dimensioned, may be stored for example in the interior of the lower storage compartment.

Accordingly, the present invention has been described with some degree of particularity directed to the exemplary embodiments of the present invention. It should be appreciated, though, that the modifications or changes may be made to the exemplary embodiments of the present invention without departing from the inventive concepts contained herein.

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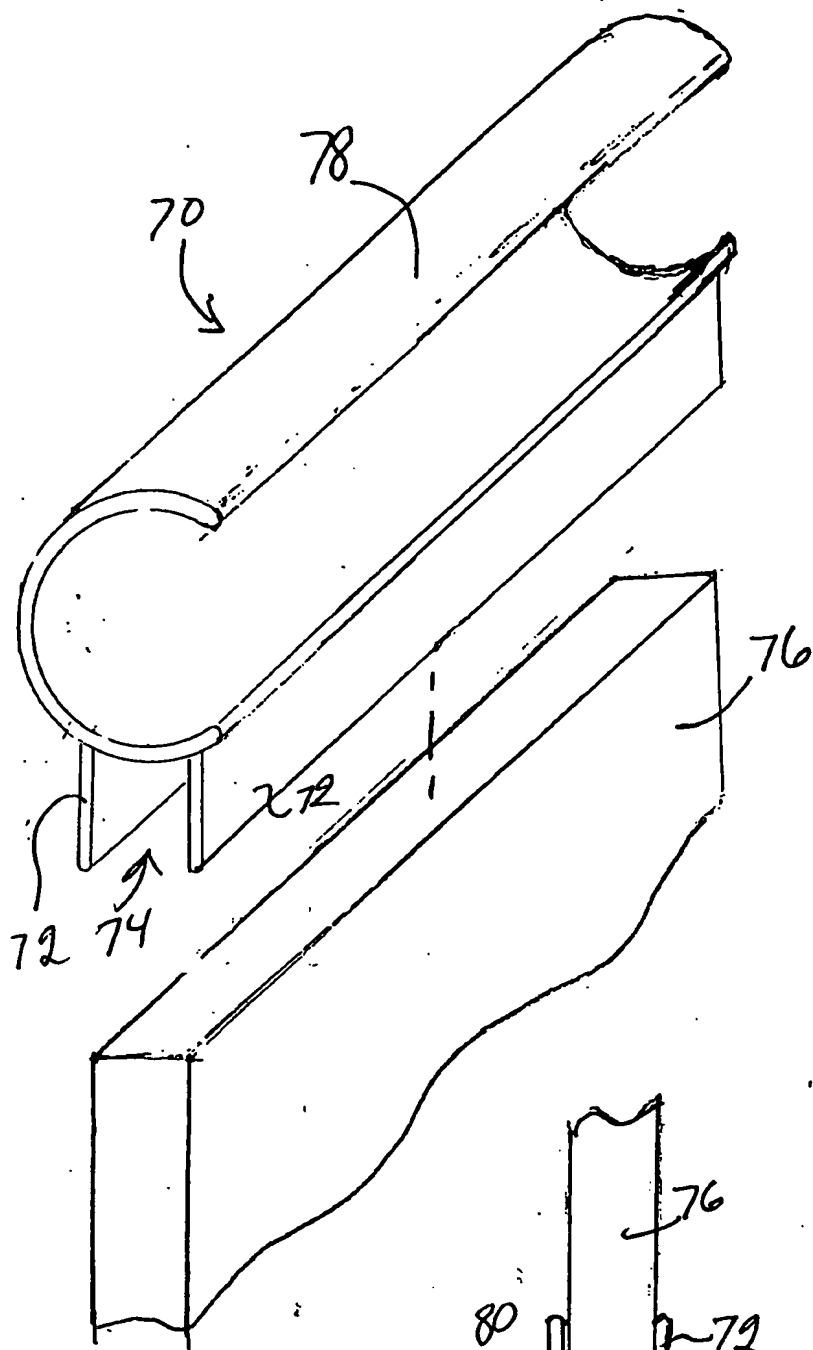


FIG. 4

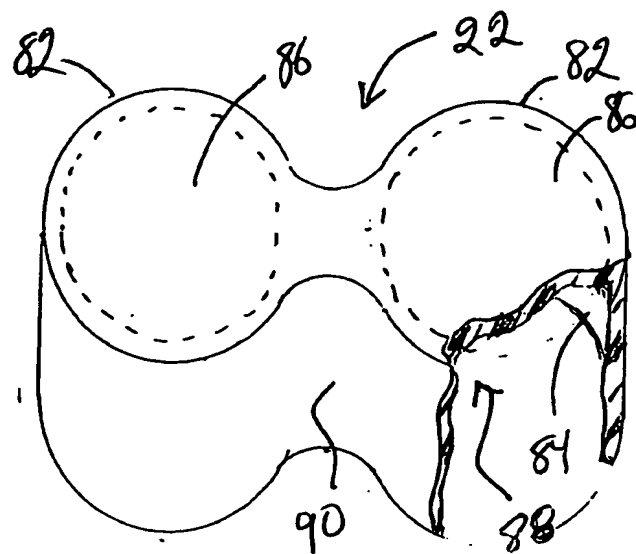


FIG. 6

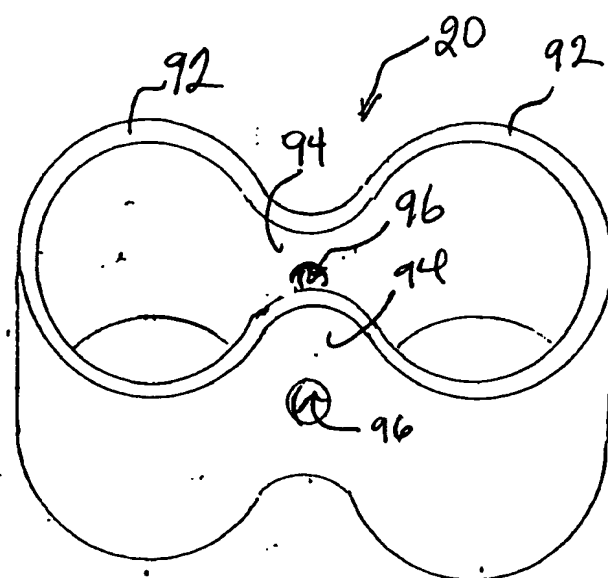


FIG. 7

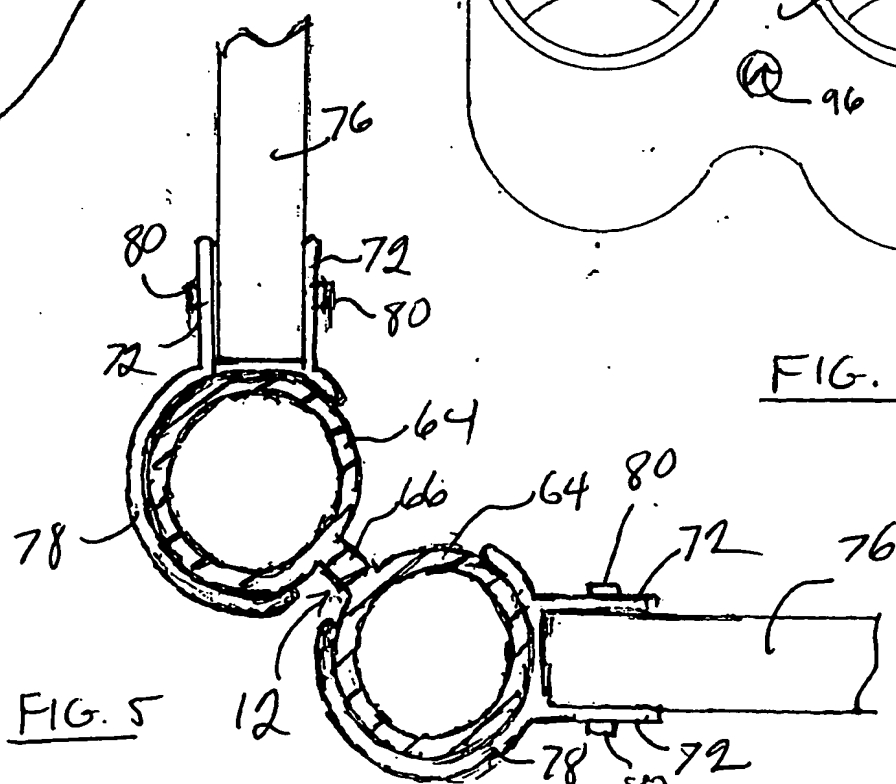


FIG. 5



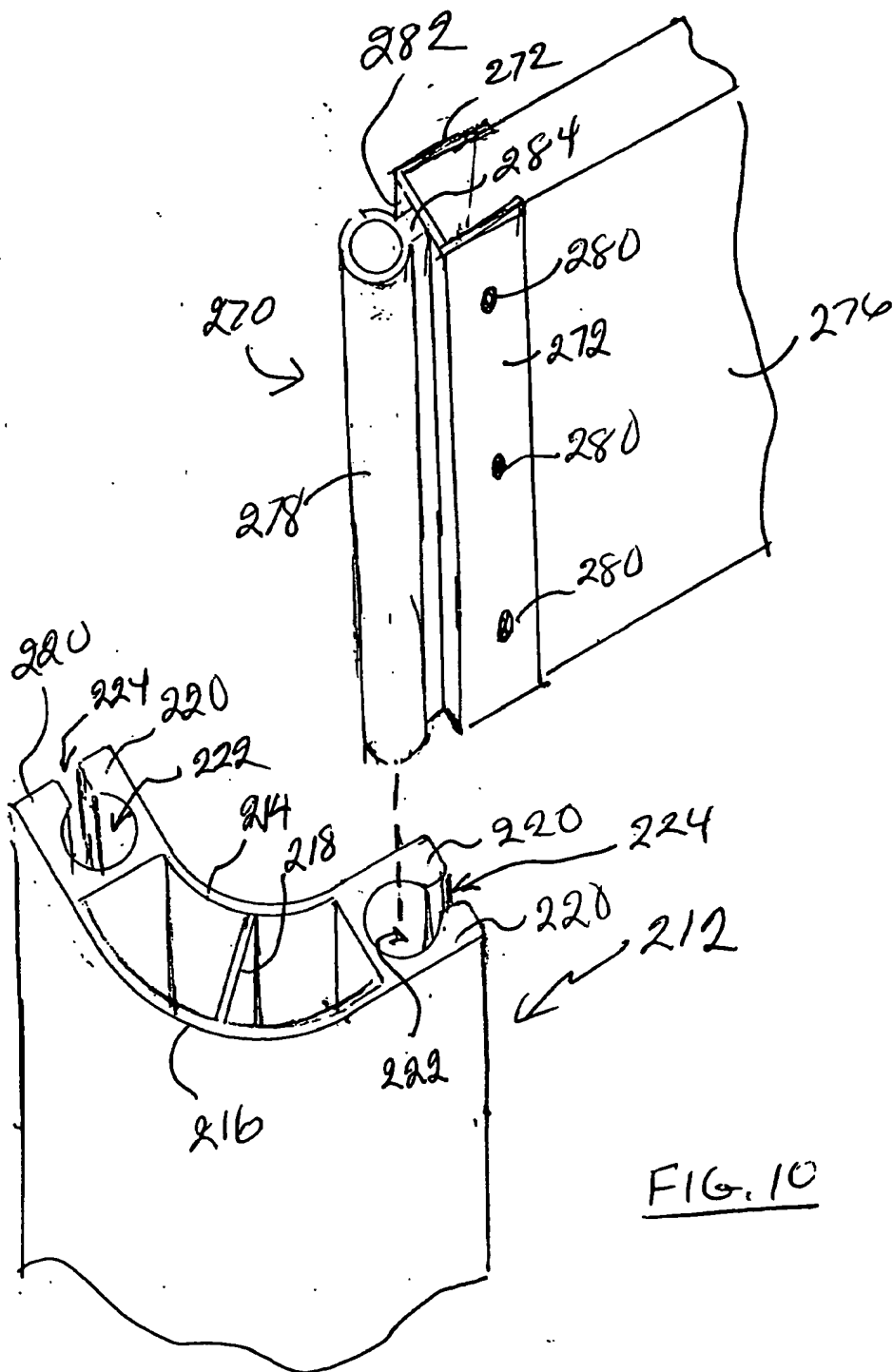


FIG. 10

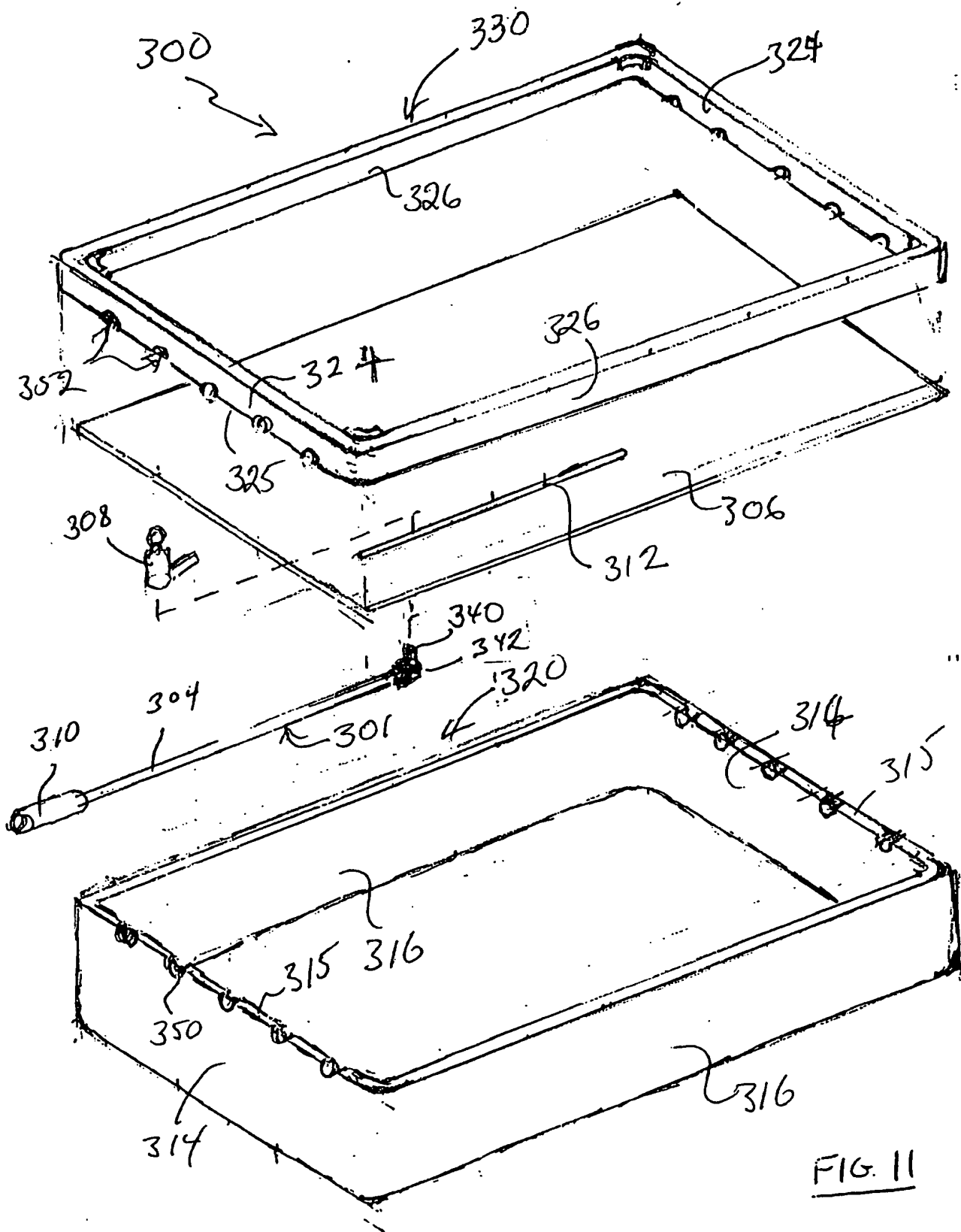


FIG. 11

## APPLICATION DATA SHEET

Electronic Version v14

Stylesheet Version v14.0

<b>Title of Invention</b>	<b>GAME TABLE ASSEMBLY AND METHOD UTILIZING INTERLOCKING STACKABLE FRAME MEMBERS</b>
Application Type: provisional, utility Attorney Docket Number: 1992	
Correspondence address: Customer Number: 24264 *24264*	
Inventor Information:  <u>Inventor 1:</u> Applicant Authority Type: Inventor Citizenship: US Given Name: Ronald Middle Name: G. Family Name: Padilla City of Residence: Lakewood State of Residence: CO Country of Residence: US Address-1 of Mailing Address: 1072 S. Owens Street Address-2 of Mailing Address: City of Mailing Address: Lakewood State of Mailing Address: CO Postal Code of Mailing Address: 80226 Country of Mailing Address: US Phone: Fax: E-mail:	

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